```c
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void pixel(int x, int y, int xc, int yc)

{

    putpixel(x+xc,y+yc,BLUE);

    putpixel(x+xc,-y+yc,BLUE);

    putpixel(-x+xc,y+yc,BLUE);

    putpixel(-x+xc,-y+yc,BLUE);

    putpixel(y+xc,x+yc,BLUE);

    putpixel(y+xc,-x+yc,BLUE);

    putpixel(-y+xc,x+yc,BLUE);

    putpixel(-y+xc,-x+yc,BLUE);

}

int main()

{

    int gd=DETECT,gm=0,r,xc,yc,x,y;

    float p;

    initgraph(&gd,&gm,"C:\\TurboC3\\BGI");

    printf("\n Enter the radius of the circle:");

    scanf("%d",&r);

    printf("\n Enter the centre of the circle:");

    scanf("%d %d",&xc,&yc);

    y=r;

    x=0;
```

```c
        p=(5/4)-r;

    while(x<y)

    {

        if(p<0)

        {

            x=x+1;

            y=y;

            p=p+2*x+3;

        }

        else

        {

            x=x+1;

            y=y-1;

            p=p+2*x-2*y+5;

        }

        pixel(x,y,xc,yc);

    }

    getch();

    closegraph();

    return 0;

}
```
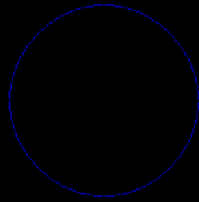
```
   Enter the radius of the circle:70

   Enter the centre of the circle:200

250
```